

INSTRUCTION BOOKLET

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MAJOR LEAGUE Baseball

FEATURING
KEN GRIFFEY JR



NINTENDO
64



WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All N64 products are licensed by Nintendo for use only with the N64 system and are not compatible with other Nintendo products. See the Official Nintendo Seal of Quality.



Thank you for selecting the Major League Baseball® Featuring Ken Griffey Jr. Game Pak for the Nintendo® 64 system.

Please read this Instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



www.majorleaguebaseball.com
www.bigleagueguys.com

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Voice Communication Technology - content by Future N.

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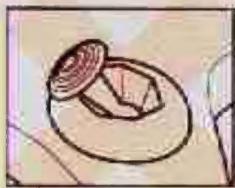
THE NINTENDO® 64

CONTROLLER

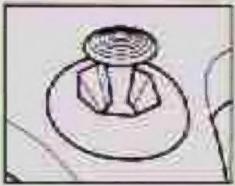
Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



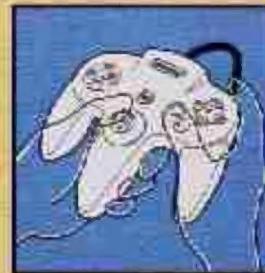
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument - make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center™.

Holding the Nintendo 64 Controller



While playing the Major League Baseball® Featuring Ken Griffey Jr. game, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

Connecting the Nintendo 64 Controller

Two players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start the game if the first controller socket is empty.



If you change the connection during the game, you will need to turn the power OFF to make the connection active.

You must use two controllers in order to play the 2-Player game modes.

GETTING STARTED

Correctly insert the Major League Baseball® Featuring Ken Griffey Jr. Game Pak into your Nintendo 64 system and move the POWER switch to the ON position. When the Title screen appears, press START to view the Menu Ball.



On the Menu Ball, you'll have the option of playing one of four games: Exhibition, Home Run Derby®, World Series® and Season.

Move the Control Stick UP and DOWN to cycle through the games. Press the A Button to select the desired game (press the B Button to cancel).

Season and World Series® statistics are automatically saved to memory.



ACCESSORIES

N64 CONTROLLER PAK™

You will be able to save one season and one World Series® to the N64 Controller Pak accessory. Once a season or World Series® has been saved to memory, turn the Control Deck OFF and insert the N64 Controller Pak accessory.

After correctly installing an N64 Controller Pak, press and hold START, then slide the POWER switch to the ON position. This will display the N64 Controller Pak Data Menu. Here you will have the option to either save a season or World Series® to the N64 Controller Pak accessory (provided you have enough free memory) or load a saved season or World Series®.

If you do not have enough free memory, delete any old, unwanted data.

Caution: Once deleted, saved data cannot be restored.



RUMBLE PAK™

The Major League Baseball® Featuring Ken Griffey Jr. game is compatible with the Rumble Pak accessory. Before using it, make sure to read the Rumble Pak accessory instruction booklet carefully.

On the N64 Controller Pak Data Menu screen, it is possible to insert the Rumble Pak accessory with the power ON. If you are swapping between the N64 Controller Pak and Rumble Pak accessories, do so ONLY when indicated. Swapping accessories at any other time with the power ON may cause your Game Pak to lose saved data.

GAME MODES



EXHIBITION

SETTING UP

Move the Control Stick LEFT and RIGHT to select the desired division, then press the A Button to confirm (press the B Button to cancel). Now use the Control Stick to select the desired team, and press the A Button. Repeat this process for the computer. Player 1 always defaults to the away team. To change this, press the Z Button. To have a second player join in, press any button on Controller 2 and repeat the process.



Select the desired stadium by moving the Control Stick UP and DOWN. Move the Control Stick LEFT or RIGHT to select a day or night game. When you've found the stadium you want, press the A Button to confirm (press the B Button to cancel).



When selecting a stadium, you can get a quick tour of the field. Before you confirm, press the Z Button and you'll find yourself standing on the pitcher's mound. Press and hold the A, Z or C Buttons to move around the field. Turn by moving the Control Stick. When you are finished, press the B Button.

EXHIBITION

LINEUP/BULLPEN

On the Menu Ball, use the Control Stick to select LINEUP or BULLPEN, then press the A Button. Highlight the desired player on the Lineup/Bullpen screen, then press the A Button. With the Control Stick, highlight the desired substitute, then press the A Button.



You may also change a player's defensive position. To do so, highlight the player's position you wish to change, press the A Button, then highlight the desired position. Press the A Button to switch. Players playing out of position will be highlighted in orange. Be forewarned that assigning a player out of position will increase the chances of an error!



When checking your lineup or your rotation, you can view player statistics by pressing the Z Button. To save your lineup or rotation, press the R Button. You can save one lineup for playing against right-handed pitchers and one lineup for playing against lefties (Season and World Series Modes only).

IN-GAME SUBSTITUTIONS

To make a substitution, press START, then press the A Button. Once you have replaced a fielder or pitcher, press the A Button to confirm and return to the game.



NOTE: Changing the lineup/bullpen or making in-game substitutions works the same way in Season and World Series® mode.

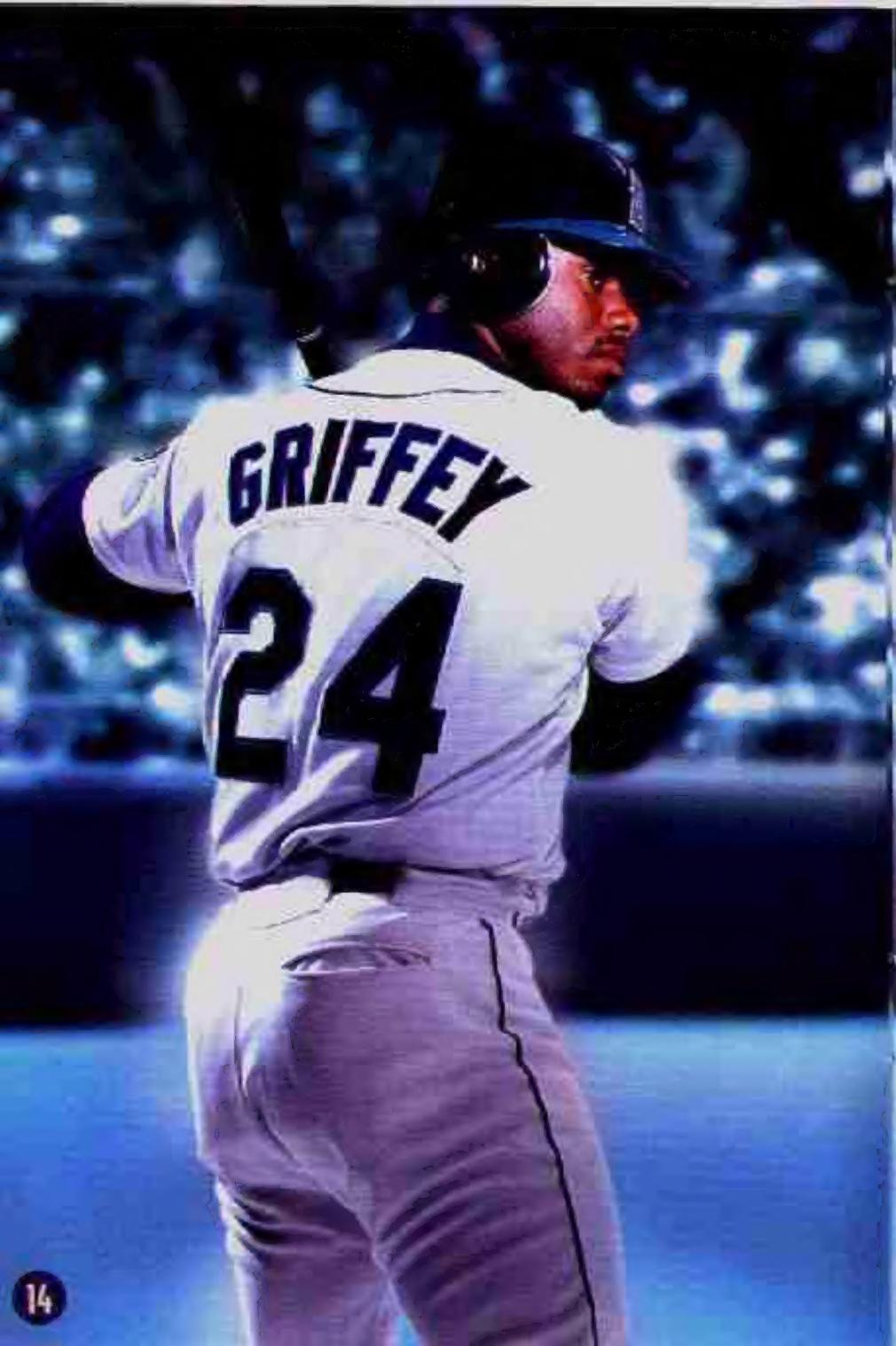
HOME RUN DERBY™

HOME RUN DERBY™

Each player (up to four can participate) tries to hit the most home runs before making ten outs. Any ball not hit over the outfield fence is considered an out.

- On the Menu Ball, use the Control Stick to select Home Run Derby™, then press the A Button.
- Select the number of batters, up to four, then press the A Button. If more than one player is participating, select the number of human-controlled batters.
- Select Traditional or Alternate Mode, then press the A Button. This only matters if more than one player is participating. In Traditional Mode, Player 1 is at bat until ten outs are made. In Alternate Mode, players take turns until each batter has ten outs.
- Select the desired team, player and stadium and begin play.
- The player who hits the most home runs is the winner (move the Control Stick LEFT and RIGHT to check the results).
- All players will use Controller 1.





SEASON

STARTING A NEW SEASON

- Use the Control Stick to select the number of players (up to four human players) and number of teams (12 to 30). Press the A Button to confirm (press the B Button to cancel).
- For seasons using less than 28 teams, the game will default to the last year historically when Major League Baseball® had that number of teams. Players that select a 12-team league may not be able to play with their desired team.
- Select **LEAGUE OPTIONS** with the Control Stick to customize your season, then press the A Button (for more information on **LEAGUE OPTIONS**, see page 16). Press UP and DOWN on the Control Stick to cycle through the options. Press LEFT and RIGHT on the Control Stick to change options. When you are satisfied, press the A Button, then select **TEAM SELECTION** to begin.
- Use the Control Stick to change teams, then press the A Button to confirm.



SEASON

SPORTS WIRE

To check options between games, use the Control Stick or C Buttons to cycle through the options.

Press the A Button to confirm a selection. Press the B Button to cancel.

In SEASON MODE, you can read up on the following news stories:

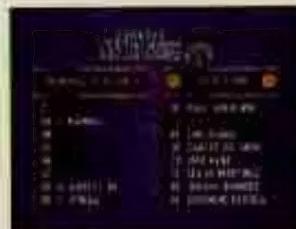
Standings, Statistics, Scores, Schedule, Transactions



LEAGUE OPTIONS

Draft

Play through a season with the current rosters or pool all the players together and conduct a draft.



Conducting the Draft

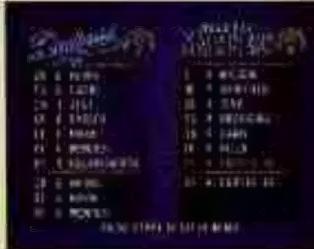
- Once a team has been selected, begin the draft.
- Move the Control Stick UP and DOWN and select the desired position by pressing the A Button.
- From the available players at that position, move the Control Stick and scroll through the list until you find the desired player.
- Press the Z Button and a Season Statistic screen for the selected player will appear.

- Press the A Button to draft the player.

While drafting, press the C (L) and C (R) Buttons to scroll through the different positions. Pressing the C (L) and C (R) Buttons will also bring up a list of the best available players in a specific category (i.e. home runs, stolen bases, ERA, etc.).

Trading

Trade with any team in the league (trading can be accessed in-between games on the Menu Ball). Trades can involve up to three players from each team. You can offer a three-for-three or three-for-one trade.

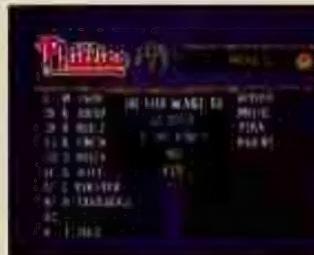


If you complete a lopsided trade, you will have to either drop or pick up players to even out your roster. Don't try to trick the computer if you're playing a one-player game. It won't always accept a trade.

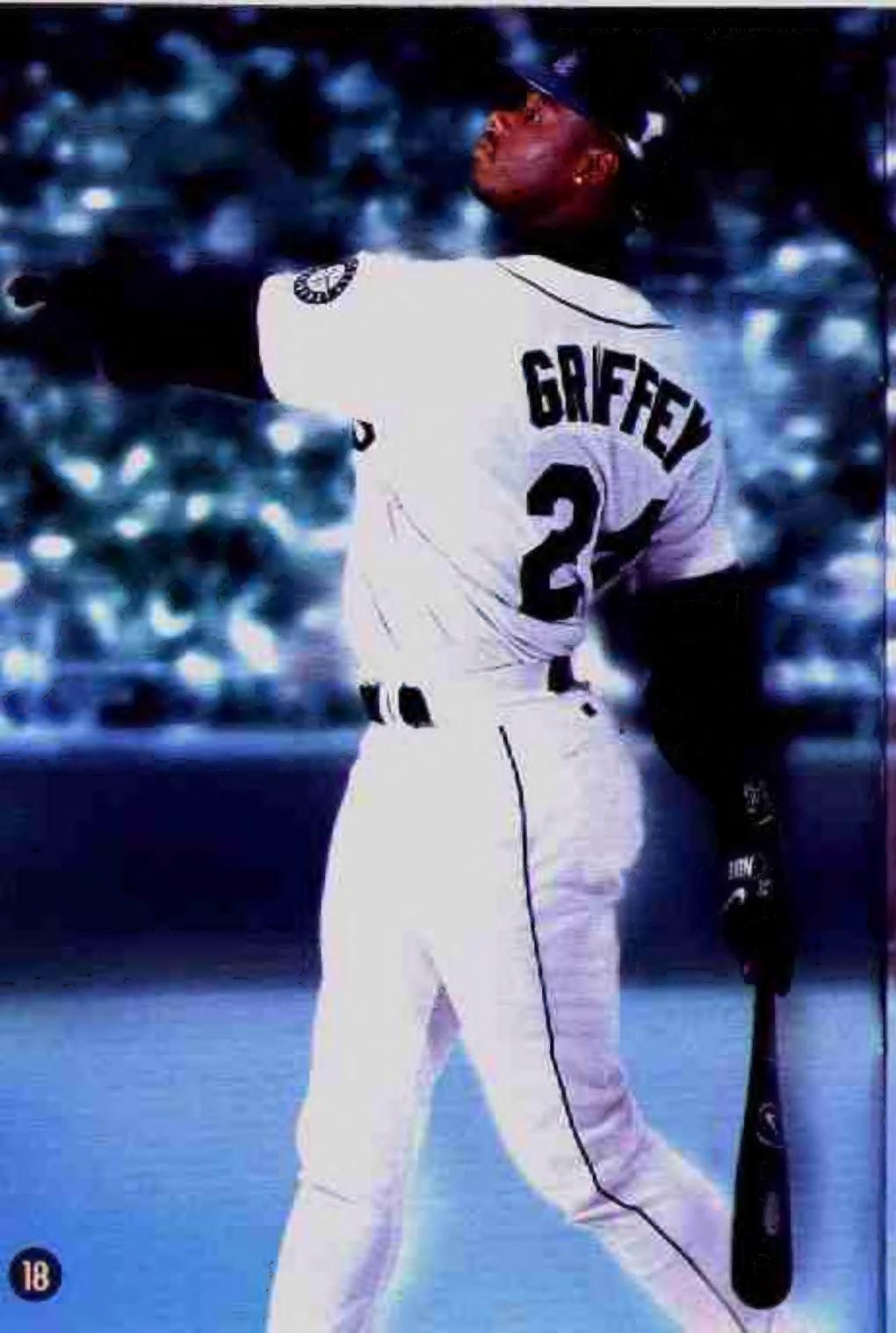
Use the C Buttons to select a team. Highlight the players you wish to trade with the Control Stick, then press the A Button to confirm. Repeat the process with the opposing team. Press START to offer the trade. Press the B Button to cancel.

Free Agents

Sign free agents if you need to even out or strengthen your roster due to trade or injury. You can also sign a free agent if a player isn't performing to your satisfaction.



NOTE: If you turn the Free Agency off, you won't have injuries and you will not be able to trade.



SEASON

DH Rule

Yes/No

Schedule Length

Full Season (162 games)

Mid Season (81 games)

Pennant Race (last month of the season)

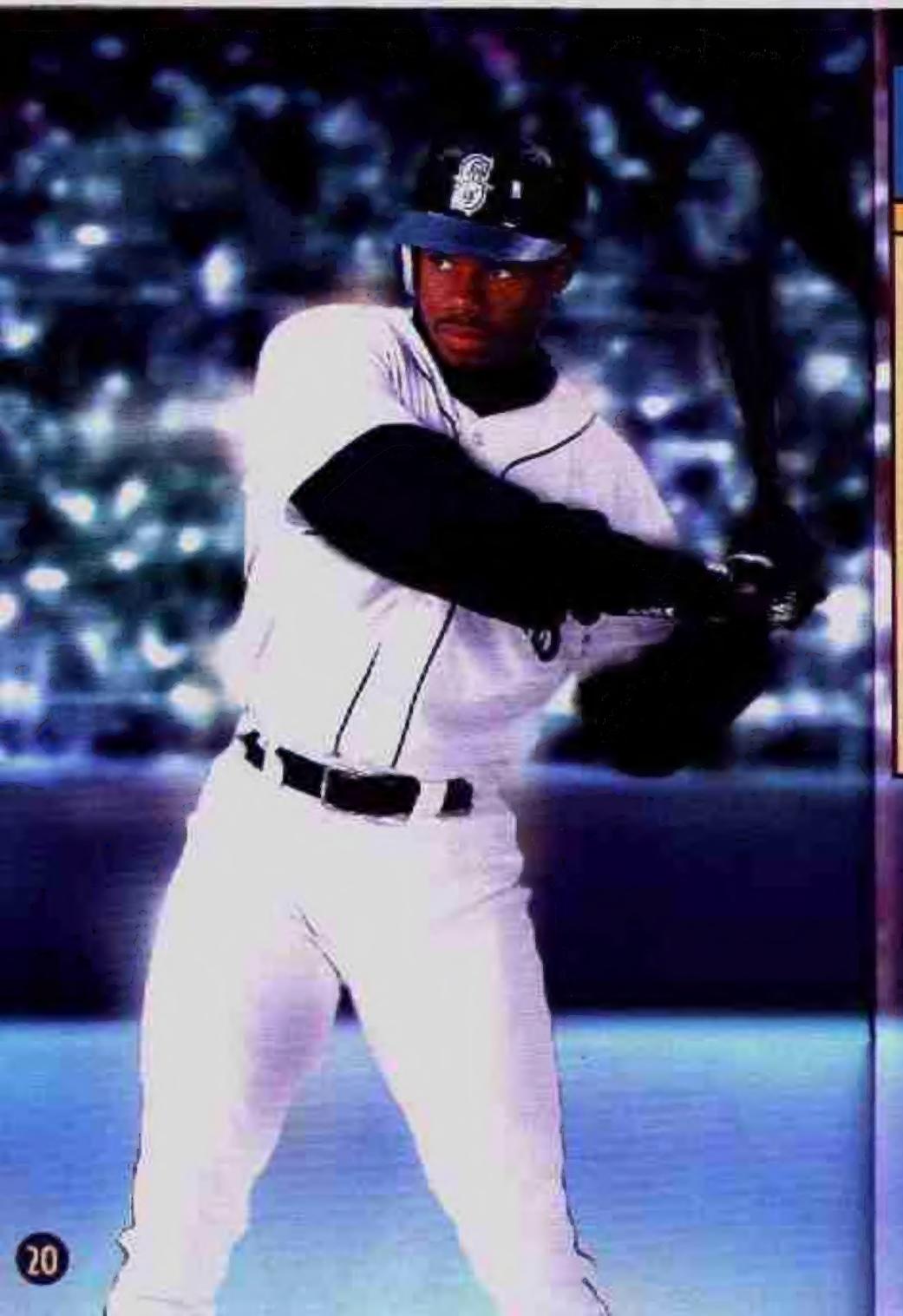
NOTE: If Pennant Race is selected, trading, injuries and free agency will be turned off.

Injuries

If you use this option, then your players may experience injuries during the course of the season. If an injury occurs, you will be notified.

Substitute a bench player for the injured player.

After the game, check the Transactions screen to determine the severity of your player's injury. If the player will be injured for a significant amount of time, you might want to consider dropping that player.



WORLD SERIES®

WORLD SERIES®

This is a best-of-seven series that can be played by 1 or 2 players.

Select a team with the Control Stick, then press the A-Button to confirm. Repeat this process for the computer. To have a second player join in, press any button on Controller 2.

Options such as changing your lineup/bullpen and checking statistics work the same way as other modes.



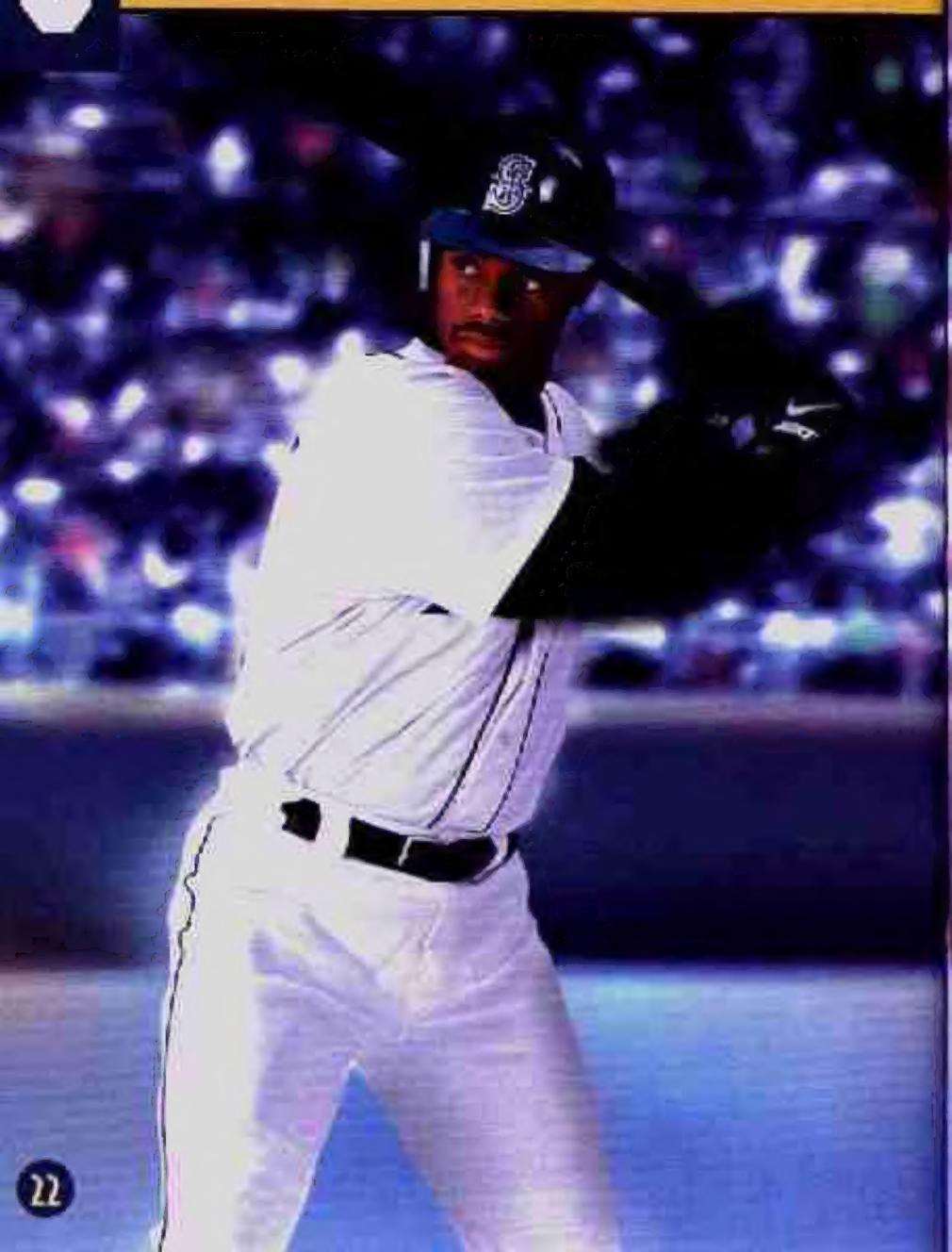
IP
Rangers



CPU
5th Inning
Curtain Call

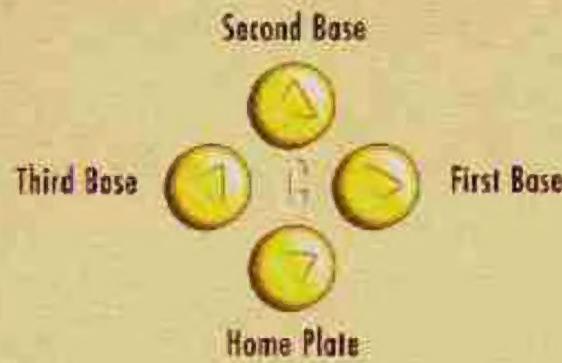


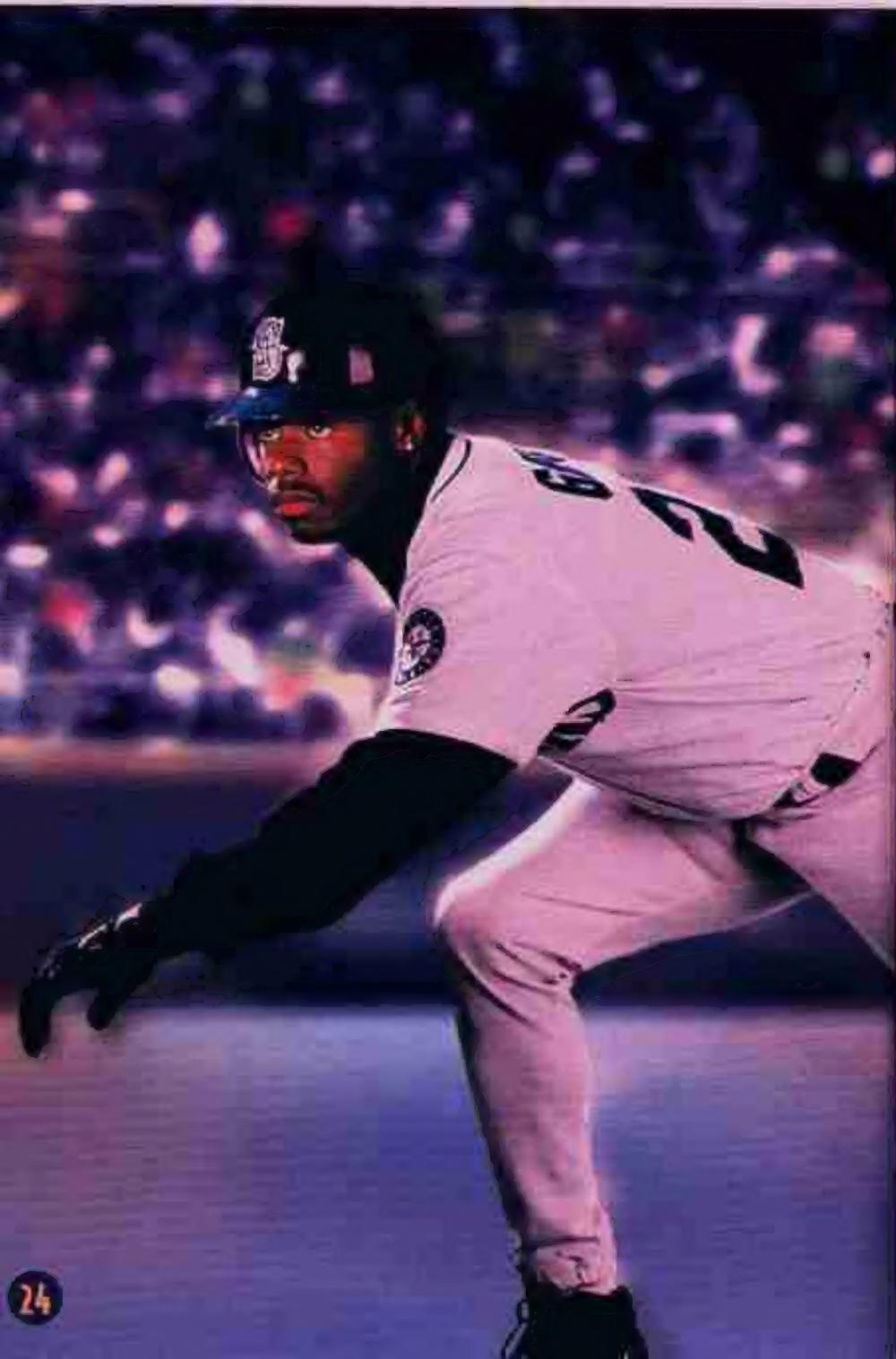
C ONTROLLER FUNCTIONS



BATTING

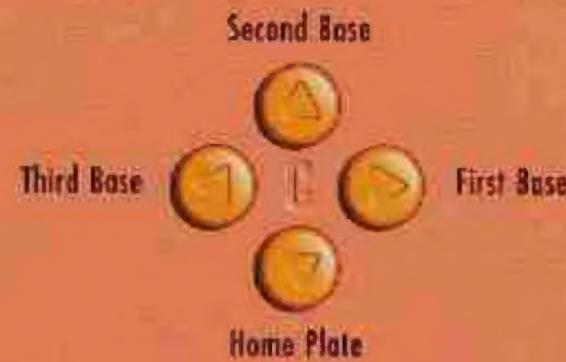
Swing	A Button
Bunt	B Button
Move batter/target	Control Stick
Advance runner/Lead off	C Buttons
Lead off all runners	R Button
Steal	C Button four times
Retreat runner	Z Button plus C Buttons
Retreat all runners	Z Button + R Button
Advance all runners	R Button
Pinch hitter/runner	START

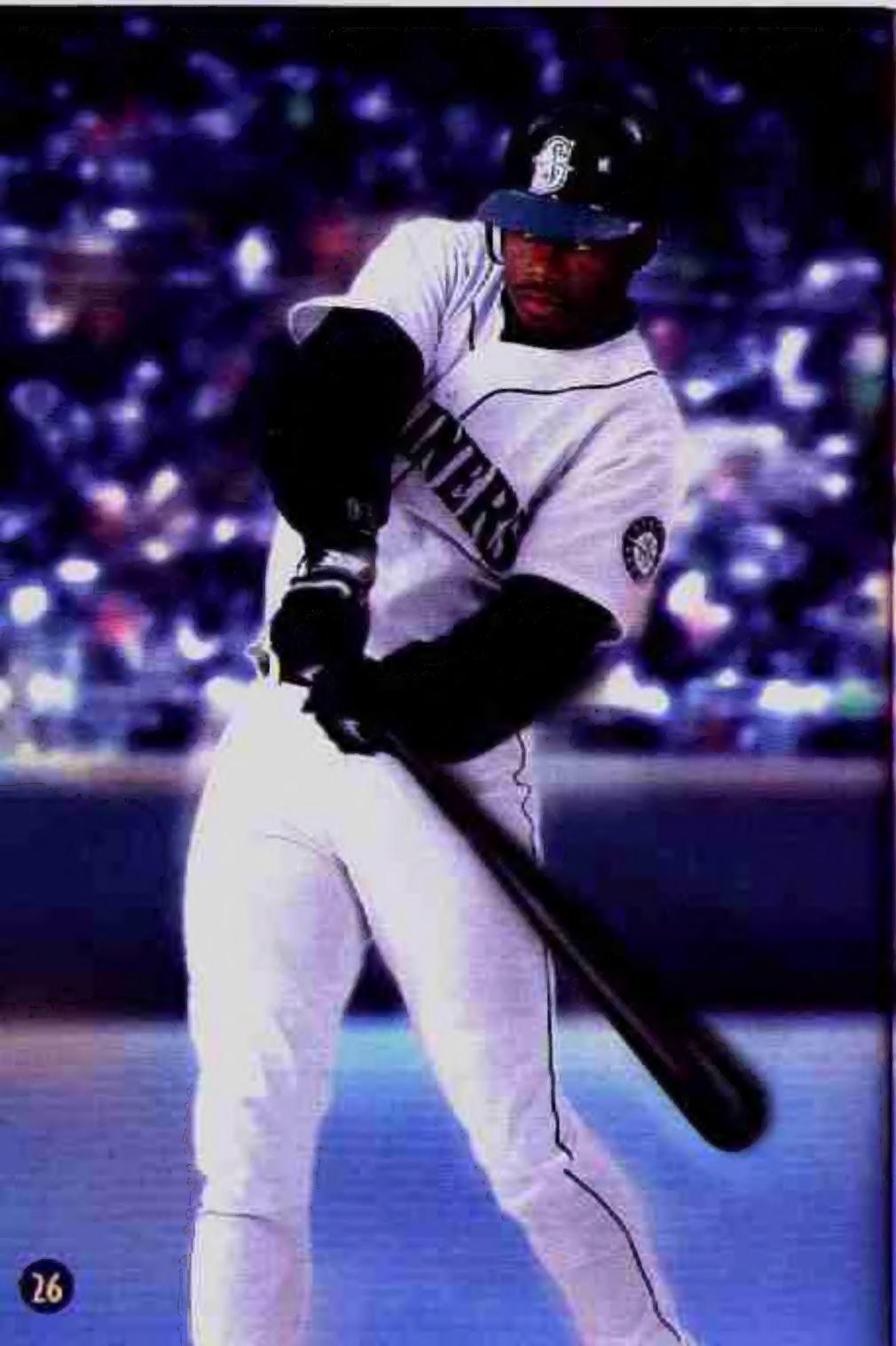




FIELDING

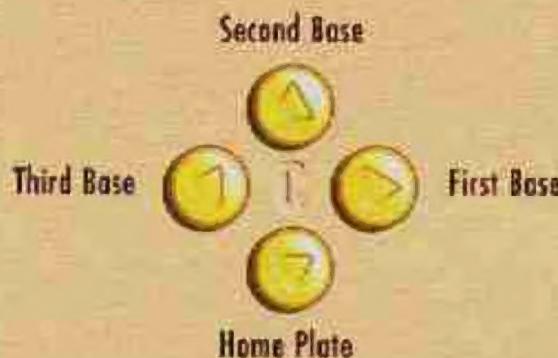
Dive	A Button
Jump	B Button
Throw to base	C Buttons
Run fielders to ball	Control Stick
Run to corresponding bases	Z Button + C Buttons
Replace fielder	START





PITCHING

Relief pitcherSTART
Adjust pitch targetControl Stick
PickoffC Buttons
Check basesHold the Z Button and press the corresponding C Buttons
FastballA Button
ChangeupZ Button + A Button
Standard pitchB Button
Specialty pitchHold Z and press the B Button
Pitch selection/Fatigue levelR Button



* Each pitcher will have one of three standard pitches: curveball, slider or screwball. When adjusting your pitch, use the Control Stick to move the cursor. When the pitcher goes into his windup, the cursor will disappear, but the player will be able to move the ball until the pitcher releases it.